

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Previously presented) A server system connected to a group of game machines via a communications network, includes a profile server for storing personal information on each user, and an information providing server for providing a plurality of information services, said server system comprising:

a registration system that selects and records at least one second user in said profile server to allow a first user to check personal information about the second user;

a notifying system that causes, when a game machine of the at least one second user sends a request for an information service, said information providing server to notify said profile server of the request;

an update system that updates personal information of the at least one second user of the requesting game machine in said profile server, the personal information comprising a name of the information service being requested; and

a transmitter that transmits updated personal information of the second user to the game machine of the first user.

2. (Currently amended) A game machine connected to a server system that includes a profile server for storing personal information on each user, and an information providing server for providing a plurality of information services, wherein personal information that includes a name of a requested information service, whether the user is a child, and a utilization state of the information service by at least one second user selected by a first user in advance is recorded in said profile server, the game machine comprising:

a receiver that receives and the recorded personal information, which is updated at predetermined intervals, the personal information including the name of the requested information service, whether the user is a child, and the utilization state of the information service by at least one second user selected by the first user in advance and transmitted to said game machine, and

wherein said game machine comprises a display controller that displays the received personal information transmitted.

3. (Currently amended) The game machine as claimed in claim 2, further comprising a setting system that sets a correspondence list used for displaying the utilization state of the information service by the second user in a predetermined format, wherein said display controller displays the utilization state of the information service by the second user in the predetermined format using the correspondence list, the utilization state comprising at least three states.

4. (Original) The game machine as claimed in claim 3, wherein the predetermined format comprises icons.

5. (Currently amended) A recording medium that records a program executed by a game machine connected to a server system including a profile server for storing personal information of each user, and an information providing server for providing a plurality of information services, comprising:

a recording code segment that records in said profile server ~~wherein~~ personal information that includes whether the user is a child, a name of a requested information service and a utilization state of the information service by at least one second user selected by a first user in advance ~~is recorded in said profile server,~~

an updating code segment that updates ~~and the personal information recorded is~~ ~~updated~~ at predetermined intervals and ~~transmitted~~ transmits the personal information to said game machine, and ~~wherein said program comprises~~

a display control ~~step~~ code segment of displaying the personal information transmitted.

6. (Previously presented) A method for informing a first game client of a status of a second game client, comprising:

receiving, at a game server, an access request for an online game from the second game client;

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forwarding status information from the game server to a profile server in response to receiving the access request, the status information comprising a name of the second game client and a name of the online game; and
informing the first game client of the status of the second game client.